

Jerome Byrne

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Education

- BSc (Honours) in Computer Games Development from IT Carlow.
- Result: 2.1 (68.5% weighted average)
- Programming, Graphics, Physics, Networking, A.I, Mobile Technology.

Work Experience

Software Engineer at PlayFirst (Aug 2011 – Present)

At PlayFirst my responsibilities include developing our cross platform (iOS and android) game libraries and also working on game projects using the cocos2d-x framework. The most recent being “The Mortal Instruments: City of Bones”. I have also worked on hit titles such as Diner Dash, DinerTown Zoo and Mallstars using PlayFirst’s proprietary PlayGround game engine.

Programmer Analyst at Unum Ireland (Aug 2009 – July 2011)

I worked at Unum as an engineer on the Application Services .net Centre of Excellence. My role entailed developing, maintaining and supporting the Unum Enterprise tools, components and services using .net 3.5 technologies such as C#, winForms, Linq and Windows Communication Foundation (WCF) amongst many others.

Software Development Engineer at Microsoft Games Studios (Mar 2008 – September 2008 - Internship)

I worked at Microsoft for 6 months as in intern during my 3rd year at college. My initial role consisted of the localization of Microsoft first Party titles (Viva Pinata: Trouble in Paradise, Zoo Tycoon 2). In the second half of the placement, in conjunction with a fellow course mate, I developed some basic XNA tutorials and training sessions for the localization team. We also developed a highly polished XNA game that ran on both Windows and XBOX 360.

Awards

Havok/Intel Physics World Cup Winner.

I and 4 other programmers partook in this competition while we were in college and managed to pick up first prize in the “Irish University” category and also reached the top 10 of the world finals. Our project is a demo of a physics sandbox/puzzle game called “RagCat”. It involves a paralyzed cat using telekinesis to manipulate world objects to allow him to reach his goal. For further information and downloads please go to <http://www.jeromebyrne.com/index.php/portfolio/ragcat/>.

Microsoft Imagine Cup Innovation Accelerator Winner

This was another final year project of mine. I developed a brain training type game for an [outside client](#) and entered it into the Imagine Cup Software Development category. It made it through the preliminary rounds and reached the Irish finals where it picked up an innovation accelerator award. For further information please visit <http://www.jeromebyrne.com/index.php/portfolio/iq-eq-cognitive-development-software/>.

About Me

Some of my hobbies include playing games, martial arts, football and running. I have a huge passion for games and the games industry and making games is something I thoroughly enjoy. I see myself as motivated, passionate and highly personable. I’m always willing to learn new technologies and I think I would make a great addition to any team.

References

References and letters of recommendation available on request.